**Master Mobile UX**

* Creating applications for the smallest and weakest devices (phones, watches, etc) is key since going the other way around is difficult.
* We should focus on simplicity for the user experience
* Mobile devices are becoming more and more common for households rather than PC’s
* Responsive Retrofitting is cheaper than rebuilding an application, but rebuilding creates a much better experience for mobile devices typically
* Immediate, Relevant, Frictionless are key to having users find what they need with the best possible experience. People have shorter attention spans and will leave the site quickly if they can’t find what they need.
* Doing less steps to get what is needed will make users happier
* Reachability matters on mobile devices
* Delays cause users to leave site and cost businesses money. Through reducing image sizes, and minimizing load time, users are more likely to use your service
* Scalability is necessary for many users; big businesses hire developers that can develop scalable applications.

**Chapter 12: Object Orientated Programming in JavaScript**

* OOP is a way of development where code is organized in objects that have different methods (functions within a class) and properties.
* Objects can easily be reused in other parts of the project which helps develop robust applications
* Encapsulation is when all information and logic that is unnecessary for the user to see is done within objects, this way the user only sees what is essential to the task at hand.
* Polymorphism allows similar objects to share the same methods and allows those methods to be overridden.
* Inheritance allows parents to pass attributes and functions to children, such as an animal object having a sleep method and cats, dogs, and lions all inheriting the sleep method.
* Classes are code blueprints that are instantiated when needed. Classes can have subclasses and allow code to be organized in a robust manner.
* Constructor Functions defines the base properties of class and can have parameters passed in.
* Static methods are called by classes directly rather than being instantiated

**Object methods “this”**

* Objects are usually created to represent abstract concepts or real-world things that have different properties and methods.
* “this” can be used to reference the object itself
* Any arrow statement will not have this, and has other use cases

**Chapter 15: Modern JavaScript Development**

* Libraries are essential in performing different operations without reinventing the wheel (rewriting code that’s already usable through a library). Some examples of libraries are jQuery and Underscore.
* Libraries are useful since they are typically tested thoroughly and save time. One of cons of libraries is it can become outdated if it’s not maintained which can lead to developers needing to migrate to a new library or writing their own code. I think libraries should only be used when they are necessary or are a very popular one that is updates frequently.
* Modular code is essential in maintainability. When writing modular components, each component is like a Lego, easily swapped out and it won’t break the entire codebase. Writing code that is not modular leads to Legos being glued together, something will break when maintaining the code.
* Most browsers support ES6
* Temporary data is typically stored in the cache, some data is deleted when the user leaves the site, other data persist when leaving the browser.
* Many modern frameworks are used such as Angular, React, Vue, etc. These are used to speed up sites through rendering content without having to reload the entire page.
* Package managers such as node, and yarn are used to download packages that can be used in the application being developed. Package managers are essential in keeping track of downloaded packages and identifying conflicting packages.
* Dev dependencies are used for unit testing or other operations that are not published to the runtime environment when the application is released.
* Minifiers are used to shrink code and make it difficult to read, this improves performance and makes the code harder to be cloned.